

SPINach!

Rules of Play

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:)

Introduction

Welcome to the world of circus skills!

Having received your first circus props at Christmas you and your friends have decided to compete to become the best circus performer there is. Over the next few years you will all need to improve your skills, buy more impressive props and become infamous in order to take to the biggest stages at the world's largest juggling conventions and spinning festivals. Of course this won't be easy! Attending events and obtaining better equipment doesn't come for free. You will have to compete against your friends for money and fame but train with them to boost your abilities. Luckily, you all know there is a magical plant called SPINach which gives you an edge over the rest...

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Chapter 1

Overview

Chapter 2

Components

- this rulebook
- 1 game board
- 2 wooden round markers
- 1 size-sided die
- n wooden player markers
- m cards
- o round cardboard tokens representing “Coins”
- p wooden green cubes representing “SPINach”
- q hexagonal cardboard tokens representing “Victory Points”

2.1 Component Overview

This section provides a brief overview of every game component.

Game Board

The game board depicts the eight Seasons of a year upon a Big Top, contains tracks for displaying players’ statistics and also provides all of the information required to play the game.

Round Markers

Round markers are used to indicate the game’s current Season and Year.

Player Markers

Player markers are used to indicate each players’ current statistics for Notoriety, owned Prop and Skill level which increase as the different actions are played.

Action Cards

Each player selects an action to do each round. This is done secretly since several of the actions may cause interactions with other players, depending upon what they choose.

Coins

Coins are the main currency of the game which can be used to purchase better props and admittance to Festivals. Trading between players is also possible.

SPINach

The plant which magically boosts your Skill level when had at Festivals. Again, this can be traded amongst players.

Chapter 3

Setup

3.1 Game Board

Place the board face up in the centre of the table.

3.2 Round Markers

Place one of the Round Markers in the middle of the Late Winter section of the Big Top and the other at the start of the Year Track.

3.3 Player Markers

Place one Player Marker at the start of each of the Statistics tracks (Notoriety, owned Prop and Skill level) for each of the players.

3.4 Action Cards

Give each player one set of Action Cards each (i.e. one of each Action Card).

3.5 Resources

Put the Coins and SPINach into two separate pools to the side of the board. Each player is given 3 coins from the pool to begin play with.

3.6 Victory Points (VPs)

Put the VPs into a pool to the side of the board.

Chapter 4

Playing The Game

4.1 Sequence of Play

Phase 1: Job Selection

Phase 2: Resolve Jobs

Phase 3: Festival

Festival Phase I: Pack

Festival Phase II: Arrive

Festival Phase III: Trade

Festival Phase III: Workshops

Festival Phase IV: Games

Festival Phase V: Go Shopping

Festival Phase VI: Show

Festival Phase VII: Pickup

Phase 4: Clean Up

Chapter 5

End Game

Chapter 6

FAQ

Chapter 7

Appendix

